

What is claimed is:

1. A nonlinear video editing method comprising:
expressing a user action to be selected and performed as a template that includes a component, and described in an extended Markup Language (XML); and
performing the user action and rendering a result of the user action.
2. The method of claim 1, wherein the component comprises information on at least one of:
a name of the user action to be performed;
a number of input parameters used in the user action;
a number of output parameters output as results of the user action; and
a level of access to the user action.
3. A nonlinear video editing method comprising:
initializing a plurality of available user actions;
selecting one of the plurality of initialized available user actions;
selecting input resources that perform the selected available user action;
performing the selected available user action and examining results of the performed available user action; and

confirming finishing of the available user action and rendering the results of the finished user action.

4. The method of claim 3, wherein the user action includes information on at least one of:

a name of the user action to be performed;

a number of input parameters used in the user action;

a number of output parameters output as results of the user action; and

a level of access to the user action.

5. The method of claim 3, wherein the input resources include a transform that denotes transitions and effects that describe a user action to be performed, a physically existing real video clip, and a virtual union of the transform and the real video clip.

6. The method of claim 3, wherein, in the rendering step, the results include a list of performed user actions, logical results of user actions performed prior to the rendering step, and real video files.

7. The method of claim 3, wherein the available user actions include a resource importing action, a resource closing action, an editing result deleting action, an editing result exporting action, a clip splitting action, a clip merging action, and a clip inserting action.

8. The method of claim 7, wherein the resource importing action receives local files from an external source or data from a digital camera or an Internet streaming source, and edits the received files and data.

9. The method of claim 7, wherein the editing result exporting action stores the editing results in a unique data format designated by a user.

10. The method of claim 9, wherein the unique data format is MPEG-2.

11. A nonlinear video editing apparatus comprising:
a user action initialization unit that initializes available user actions;
a user action input unit that receives a user action selected by a user from the initialized available user actions;
a resource input unit that receives input resources used to perform the selected user action;
a user action performing unit that performs the selected user action based on the respective outputs of the user action initialization unit, the user action input unit and the resource input unit;
a result examining unit that examines results of the performed selected user action; and
a rendering unit that confirms finishing of the selected user action and renders the results of editing.

12. The apparatus of claim 11, wherein the user action includes at least one of information on :

a name of the user action to be performed;

a number of input parameters used in the user action;

a number of output parameters output as the results of the user action;

and

a level of access to the user action.

13. A graphic user interfacing method in a nonlinear video editor, comprising:

presenting available user actions to a user and providing a display for receiving a user action selected by the user;

providing a source file display for presenting and displaying a source file used to perform the selected user action; and

providing a result display for displaying results of the selected user action performed using the source file selected by the user.

14. The method of claim 13, wherein each of the available user actions is expressed in a resource that represents input files used to perform the user action, a transform that denotes one of a transition and an effect used to describe the user action with respect to the resource, and a virtual union of the resource and the transform.

15. The method of claim 14, wherein the resource includes information on a time to start displaying the resource, a time to stop displaying the resource, a time to start editing the resource, a time to stop editing the resource, a name of a resource file, and whether sound is available.

16. The method of claim 14, wherein the virtual union includes information on a time to start editing the resource, a time to stop editing the resource, and whether sound is available.

17. A computer readable medium configured to implement instructions for nonlinear video editing method, said instructions comprising:

initializing a plurality of available user actions;
selecting one of the plurality of initialized available user actions;
selecting input resources that perform the selected available user action;
performing the selected available user action and examining results of the performed available user action; and
confirming finishing of the available user action and rendering the results of the finished user action.

18. The computer readable medium of claim 17, wherein the user action includes information on at least one of:

a name of the user action to be performed;
a number of input parameters used in the user action;

a number of output parameters output as results of the user action; and
a level of access to the user action.

19. The computer readable medium of claim 17, wherein the input resources include a transform that denotes transitions and effects that describe a user action to be performed, a physically existing real video clip, and a virtual union of the transform and the real video clip.

20. The computer readable medium of claim 17, wherein, in the rendering instruction, the results include a list of performed user actions, logical results of user actions performed prior to the rendering instruction, and real video files.

21. The computer readable medium of claim 17, wherein the available user actions include a resource importing action, a resource closing action, an editing result deleting action, an editing result exporting action, a clip splitting action, a clip merging action, and a clip inserting action.

22. The computer readable medium of claim 21, wherein the resource importing action receives local files from an external source or data from a digital camera or an Internet streaming source, and edits the received files and data.

23. The computer readable medium of claim 21, wherein the editing result exporting action stores the editing results in a unique data format designated by a user.

24. The computer readable medium of claim 23, wherein the unique data format is MPEG-2.